

The Ascension

Overview: The PCs are in a coastal village when someone important disappears. This disappearance turns out to be a minor part of schemes far deeper and darker.

GM's overview: A cult of Stromfels tries to perform a ritual to awaken an ancient, terrible sea creature from the bottom of the ocean.

Act 1 – Something Rotten

While the PCs are in a small coastal village (30-50 inhabitants), someone in the village who is important to the PCs or the village disappears. The PCs either investigate of their own accord or are hired by the village leader(s). When the PCs enter the place where the person lives, they are met by the pungent stench of rotten fish. They find some signs of a struggle, but it looks like it was as short as it was one-sided. They also find a partly eaten fish, though the fish looks very exotic, probably not like anything the PCs have seen before. Showing the parts to one of the locals reveals that the fish can only be found in a small inlet a day's walk from the village. Only a select few are allowed to fish there, they all sell their catches abroad to earn more money and, according to the villager, none of them are fishing there at the moment. Going there, the PCs see light coming from one of the fishing sheds by the inlet. The person they are looking for is being tortured by some mutants with aquatic mutations (he/she found out about their plans and they want to know if he/she told anyone else). After freeing him/her, he/she rants about knowing too much and a prophecy about the 'ascension' of the 'lord of death' who lies 'buried in the sea'. Afterwards, he/she grabs a fishing tool and punches it through his/her throat.

Act 2 – Breeding Death

Returning to the village, the PCs find everyone missing and a mysterious storm gathering, made of thick, oily clouds, green lightning and a faint sound of winds like howling screams. A lone survivor tells them that the dead arose from the graveyard and drove and dragged people towards some cliffs near the village, together with some 'aquatic horrors' (mutants) that entered the village. The PCs can easily follow the trail left by the villagers and creatures and end up at the entrance to a cavern in the cliffs.

Act 3 – Resurrection Through Carnage

Inside, they find a foul ritual in progress. Several mutants and cultists are chanting and sacrificing more and more villagers with one cultist/mutant standing in the middle, reading aloud from a fiendish tome. In the periphery of the cavern room stand obelisks with green-glowing runes that blur and hurt the eyes. The storm outside gets more violent. There are many ways to disrupt the ritual (Distract/kill enough participants (and risk death). Destroy the tome or kill the reader (and risk death). Remove warp-stone runes from obelisks (and risk mutation)). If the ritual is not stopped, then the storm spreads throughout the world and an enormous, vaguely humanoid, shark-like monstrosity rises from the ocean to claim the lands of mortals. If the ritual is stopped, the storm rages briefly and the ocean gets violent before complete silence settles. The few surviving villagers are all ruined in mind and soul, and over the next few days they all take their own lives. The PCs have saved the day, but their lives will never be the same, having seen what they have seen. They have likely become insane and may be riddled with mutations. Welcome to lovecraftian WFRP.